

**ABSTRACT**

A touch system includes a plurality of coordinate input sub-regions. The input sub-regions overlap to define a generally contiguous input surface. Each coordinate input sub-region generates pointer coordinate data in response to pointer contacts thereon. The pointer coordinate data is processed to update image data presented on the input surface. When a pointer contact is made on a coordinate input sub-region that does not overlap with an adjacent coordinate input sub-region, the coordinate input sub-region processes acquired images to derive pointer data and triangulates the position of the pointer using the derived pointer data thereby to determine the position of the pointer contact relative to the touch surface. When a pointer contact is made on a coordinate input sub-region that overlaps with an adjacent coordinate input sub-region, each overlapping coordinate input sub-regions processes acquired images to derive pointer data and triangulates the position of the pointer using the derived pointer data. Thereafter, the triangulated positions generated by the overlapping coordinate input sub-regions are processed in accordance with defined logic thereby to determine the position of the pointer contact relative to the touch surface.